FTX

Trees HD

USER GUIDE APRIL 2015

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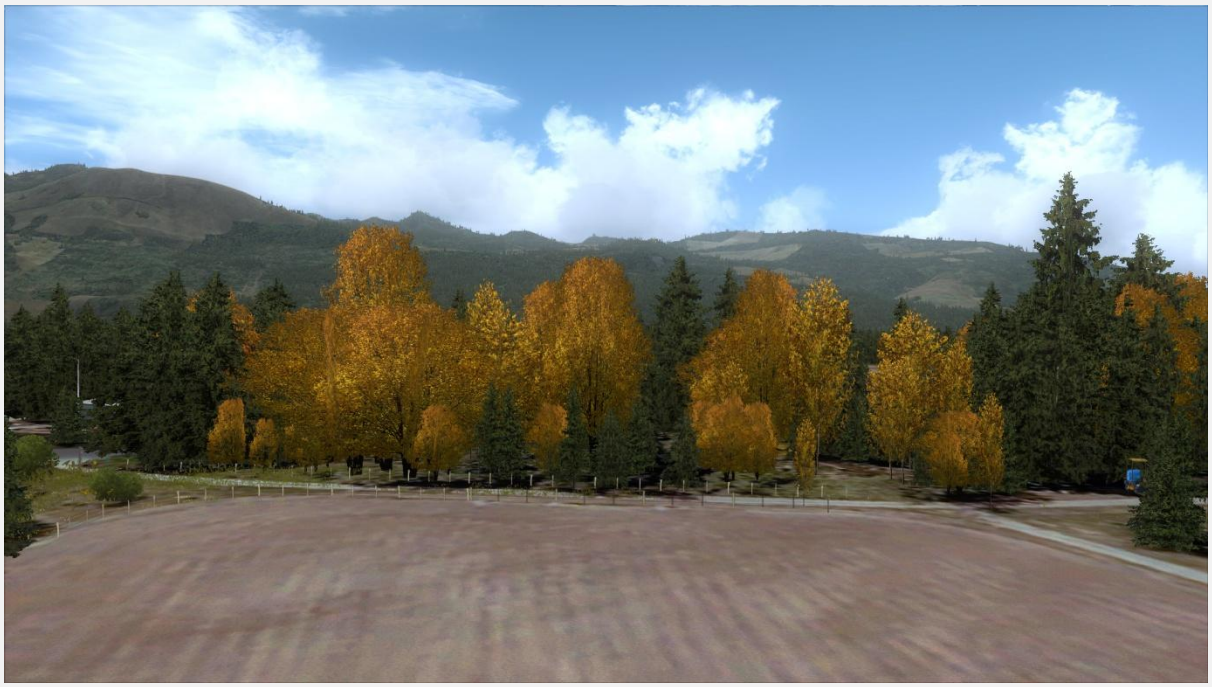
Thank you!

Orbx would like to thank you for purchasing **FTX Trees HD**.

Developed by Scott Armstrong over a period of more than a year, this revolutionary addon will give you immersion like you've never before seen in FSX/P3D, while simultaneously boosting your sim's performance!

The new tree textures are derived from high-quality images of real trees, both from royalty-free online sources and from photos taken by Scott over a number of years. They have been expertly edited through a long process of trial and error to result in maximum realism. Not only are the images of higher quality, they are double the resolution of previous textures, too - Resulting in a crispness of detail that will greatly enhance your virtual flying experience.

In addition to the new textures, the vegetation models have been updated as well. Eugene Krikunov, ORBX's resident autogen wizard, lent his hand in updating and optimizing the autogen tree models. The result is an addon that actually IMPROVES your sim's performance by several FPS, while also providing you with stunning visuals. Now that's what we call a win-win!



Product Requirements / Compatibility

This scenery addon is designed to work in the following simulators: **Microsoft Flight Simulator X SP2**, **Lockheed Martin Prepar3D v1** and **Lockheed Martin Prepar3D v2**. For users of FTX terrain regions, it also requires FTX Central V2, which is included in the installer.

Product Compatibility:

FTX Trees HD is designed to be compatible with nearly every product combination that you may have installed on your home simulator. Regardless of what scenery products you already have installed, Trees HD will replace all of your autogen trees, worldwide (with a few exceptions, see below). Owning other ORBX FTX products will enhance your experience, but they are NOT REQUIRED for Trees HD to function. FTX Trees HD will work equally well as an autogen tree replacement for default FSX / P3D, or with a wide range of scenery products installed, both ORBX and otherwise.

FTX Trees HD is compatible with:

- Default FSX / P3D
- ORBX FTX Global and the Global range of products (Vector, OpenLC, etc.)
- All ORBX FTX Terrain Regions
- Most ORBX airports (exceptions below)
- Most third-party sceneries for FSX and P3D
- Any combination of the above

Although great strides were made to ensure compatibility with the maximum number of products, please be aware that there are some situations where Trees HD will not replace the previous tree textures:

- **Custom Vegetation Models** - Many airports feature custom models of trees and bushes that are not part of the autogen system, and Trees HD will not alter their appearance. This includes the NatureFlow trees common at many ORBX airports, as well as other custom vegetation.
- **Custom Autogen** - Some scenery packages utilize custom autogen to achieve a unique look and feel to the area, and Trees HD will not affect these. Examples include ORBX KPSP Palm Springs, KSEZ Sedona, and AYPY Jacksons, as well as various scenery packages from other developers.

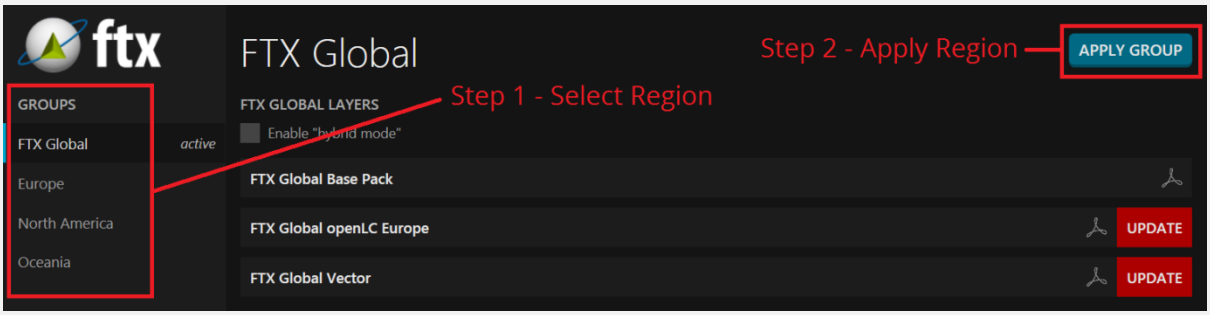
It should also be noted that FTX Trees HD is not compatible with other autogen tree replacement software.

Quick Installation Guide

When installing Orbx FTX Trees HD from the downloaded FlightSim Store wrapper, the procedure is very easy.

Downloaded FSS Wrapper Edition

1. Unzip the FlightSimStore.com (FSS) downloaded ZIP file. You should end up with the FSS installer application OrbxFTXTreesHD100.exe.
2. Run OrbxFTXTreesHD100.exe.
3. Fill in the Order Number, Date and Key when requested. This information would have been emailed to you when you purchased the download version of FTX Trees HD from FSS.
4. The wrapper will unwrap the Orbx installer which will then run and present the opening installation screen. Please acknowledge the EULA page and continue. *You cannot choose a destination folder as all Orbx products are installed into the ORBX folder in your simulator's root folder.*
5. If you don't already have FTX Central V2 installed on your computer, you will see a message saying that it will be installed. For users with FTX regions installed, FTX Central V2 is required for Trees HD to function (see next page for more info on FTX Central V2). A link to FTXC V2 will be created on your desktop. If you don't own any FTX regions, you may disregard this message, and delete the FTXC V2 shortcut from your desktop.
6. **Users without FTX regions installed** - You're done! Go fire up your sim and enjoy your new trees!
7. **Users *with* FTX regions installed** - Open up FTX Central V2 via the link on your desktop. It works just like the original FTX Central, just with an updated interface and some nice new features. Select the region you want to fly in from under the "Groups" menu at the far left side of the screen, click "Apply Group", fire up your sim, and enjoy your new trees!



FTX Central V2 - Basics

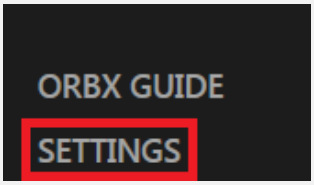
FTXC V2 is the best thing since sliced bread! Ben McClintock has done a fantastic job organizing all of the loose odds and ends associated with the old FTXC, and combining it into one neat package. For those of you who haven't used V2 yet, here are the basics:

- **If you don't have any ORBX FTX regions installed, you don't need it.** FTXC is only required to manage ORBX's FTX regions, so if you don't own any, there is no need to worry about it. Just delete the shortcut from your desktop and go back to enjoying your new trees :)
- **If you *do* have FTX regions installed, FTXC V2 is required for Trees HD to work.** Because of the added complexity of switching the new trees between regions, we needed a program that was a bit 'smarter' than the old FTXC. But don't worry, after using the new FTXC for a bit, you won't know how you got by without it!
- **Once FTXC V2 is installed, you can delete your links to the old FTXC V1.** There is nothing to uninstall; just delete the shortcut(s) to your old FTX Central and start using the new one instead!
- **One combined version for both FSX and P3D.** If you have both FSX and P3D installed on your system, you used to need two different versions of FTXC: one for each sim. Not anymore! With V2, you only need one link on your desktop. On startup, FTXC V2 will ask you which sim you want to use.
- **Intuitive Interface.** After selecting a "Group" on the left side of the screen, you will see all of your installed regions and airports in that group organized smartly in the middle of the screen.
- **Easy Updates.** FTXC V2 will auto-update itself as new versions are released. It will also let you know when updates are available for your installed sceneries and Orbx Libs.
- **Easy access to Configuration tools and User Guides.** To the right of each installed product is an Adobe Acrobat symbol that you can click on to access that product's User Guide. For products that have a control panel, click on "Configuration" to access that product's options.

To learn more about FTXC V2 and to read the (short) user manual, click HERE.

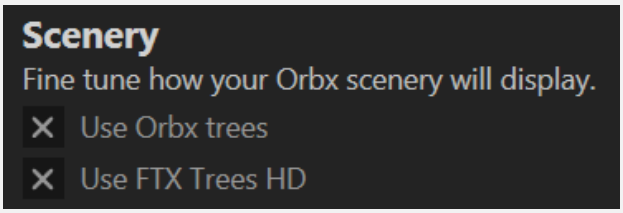
FTX Central V2 - Settings

There are a few basic options for Trees HD that can be found under the FTXC V2 Settings page. To get to the Settings page, click SETTINGS in the bottom left hand corner of FTXC V2:



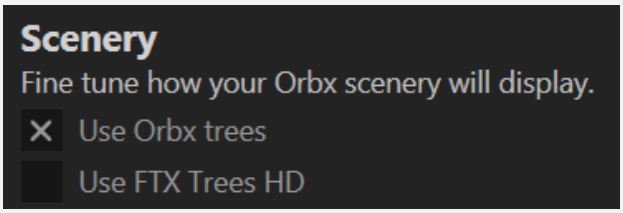
On the next page, under the Scenery tab, there are two options that affect which trees you will see in the sim: "Use Orbx Trees" and "Use FTX Trees HD". Note that whenever making a change to the settings, you must apply a new Group in FTXC V2 for the changes to take effect. Here are the options explained:

1. Both "Use Orbx Trees" and "Use FTX Trees HD" ticked:



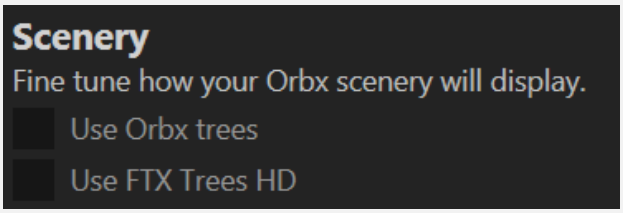
This is the normal setting. In order for the HD tree textures to show in the sim, both of these boxes must be ticked.

2. "Use FTX Trees HD" box un-ticked:



This combination will deactivate the Trees HD textures and show the old 'default' ORBX textures instead. It will also deactivate the Trees HD performance boost.

3. Both boxes un-ticked:



Unticking both boxes will simply stop FTXC from copying any new trees to your FSX/P3D texture folder. It will NOT revert your trees back to default FSX/P3D. This option may be useful if you decide you'd rather use a different tree texture product (not that you would want to... ;))

TML Setting

Texture Max Load setting, or "TML" for short, defines the maximum texture size that can be loaded in FSX / P3D. Both sims use a default setting of 1024, but they may be increased to allow more detailed textures to be displayed in the sim.

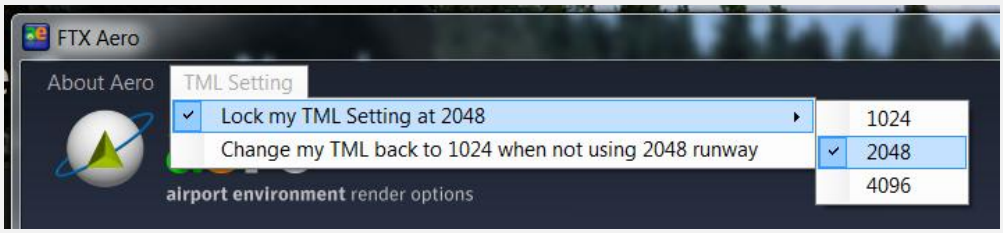
For added detail, some of the texture sheets included in FTX Trees HD have a resolution of 2048, which is above the default setting for FSX P3D. If you have FTX Global, or one of the FTX EU or NZ regions, it is recommended that you raise your TML setting to 2048 or higher in order to see full detail (see instructions below on how to change your TML setting).

Note that raising your TML setting above the default value is NOT REQUIRED for Trees HD to function properly. If you don't wish to raise your TML setting, Trees HD will still function properly, you will get a noticeable improvement in tree appearance, along with the performance improvement. However, when flying in EU or NZ FTX regions, and some parts of FTX Global, you will not see the full "HD" resolution in the textures.

How to Change TML Setting

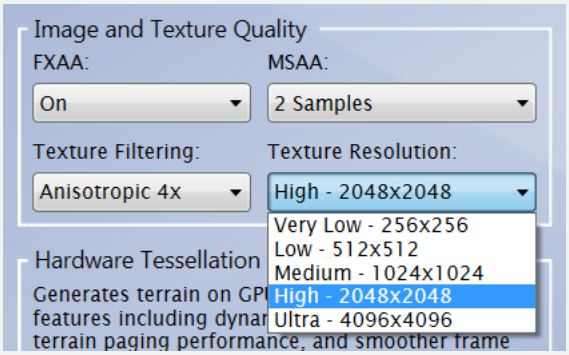
FSX:

1. Open FTX Central V2
2. Click **SETTINGS** in the bottom left corner, then click on the TOOLS tab
3. Open FTX Aero
4. In FTX Aero's menu bar, click on **TML Setting**, then **Lock my TML Setting at ___,** and change it to 2048 or 4096.



P3D:

1. P3D allows you to change your TML settings from directly within the sim.
2. Start a flight
3. In the menu bar, click on **Options > Settings > Display**
4. Under Graphics Settings, change **Texture Resolution** to **High - 2048x2048** or **Ultra 4096x4096**

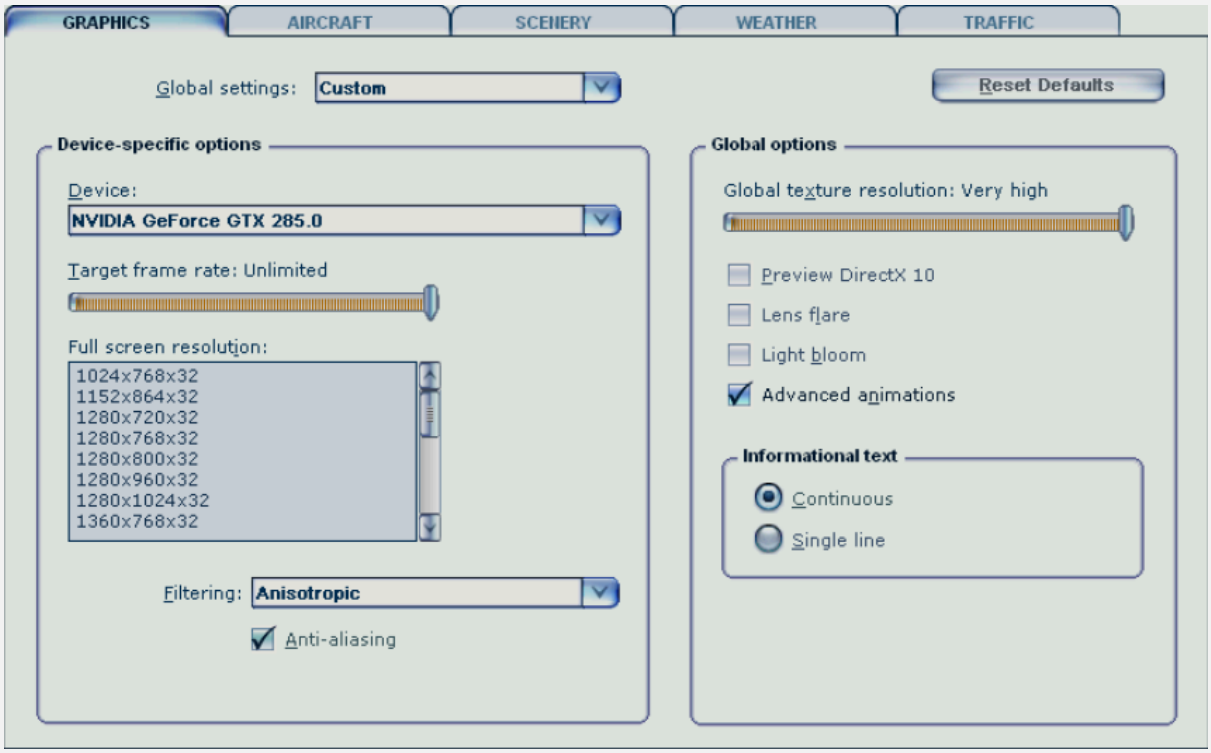


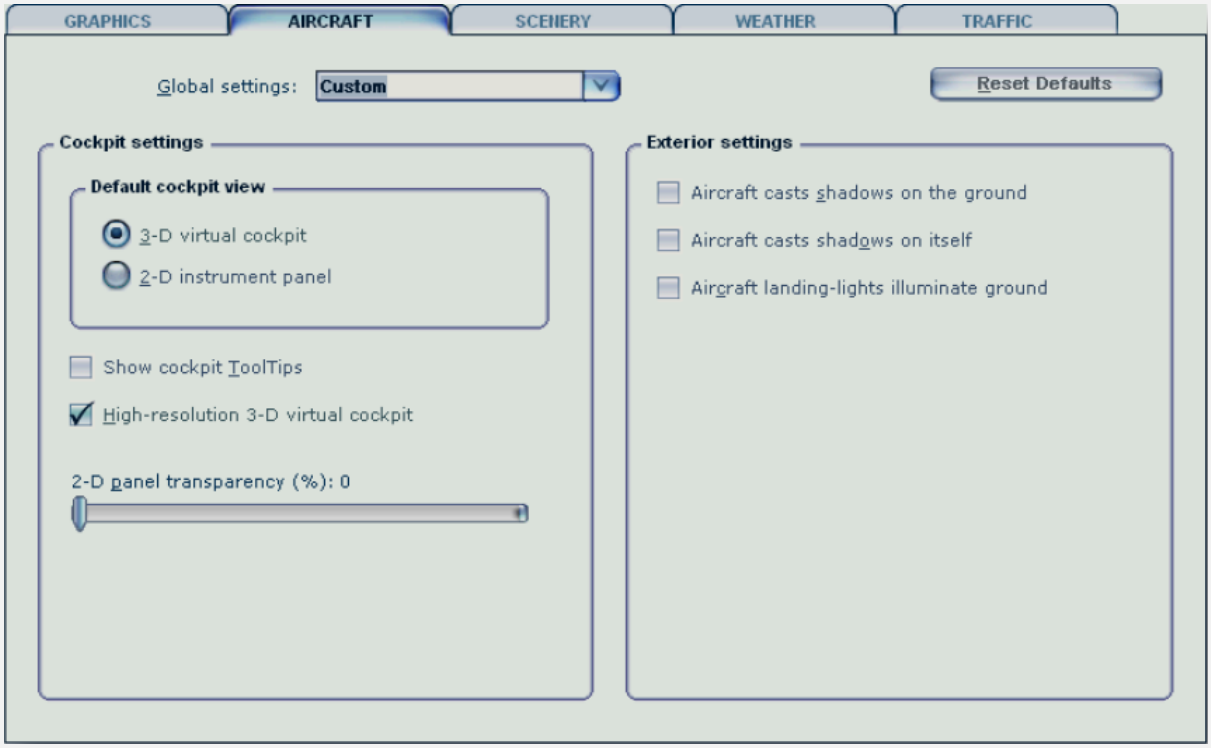
Recommended Simulator Slider Settings

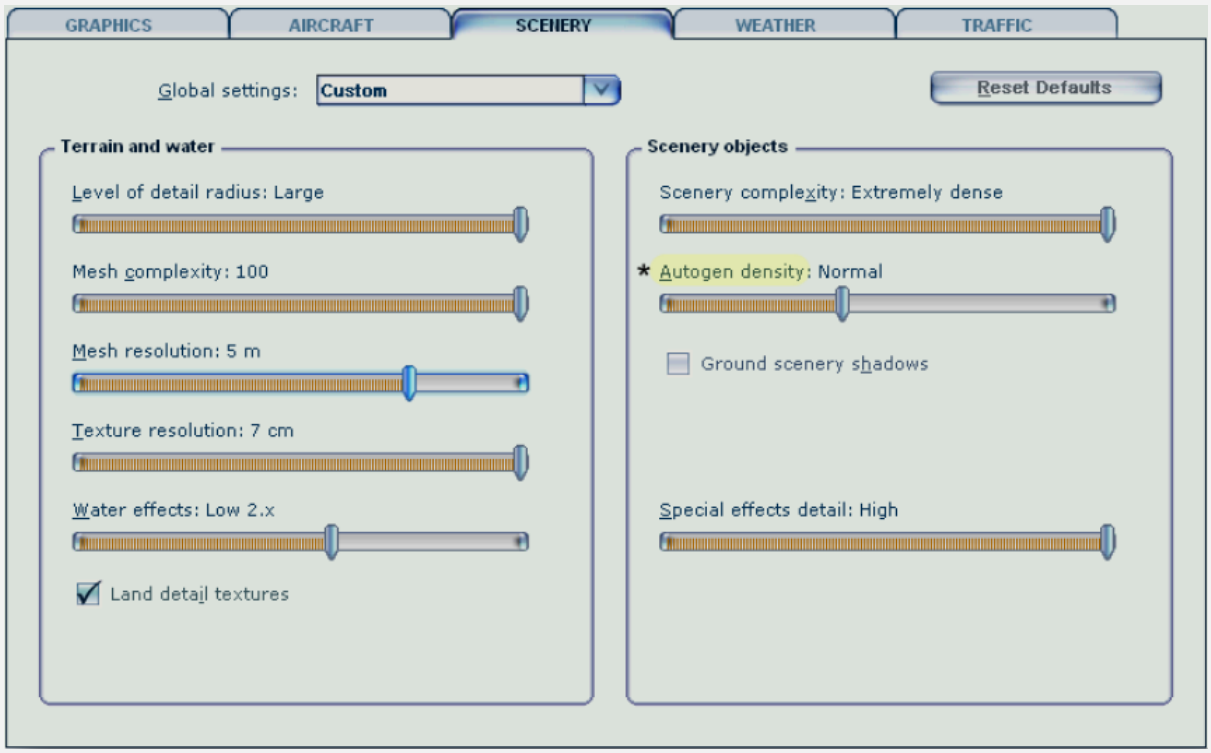
Firstly, like the default sim, dragging all your sliders to the right even with today's modern hardware, will for most people result in very poor visuals and performance. While it may be tempting to move your autogen slider to the far right in order to see nice, dense HD forests right off the bat, we recommend starting out by using the slider settings shown below. Then, if you find performance to be acceptable, you can move certain sliders to the right, although we recommend you only move one slider at a time to gauge the effect.

The most critical slider is the **Autogen Density** slider. Despite the FPS boost gained by FTX Trees HD, this setting still has the single largest effect on your sim's performance. We'll discuss the best setting for this slider later.

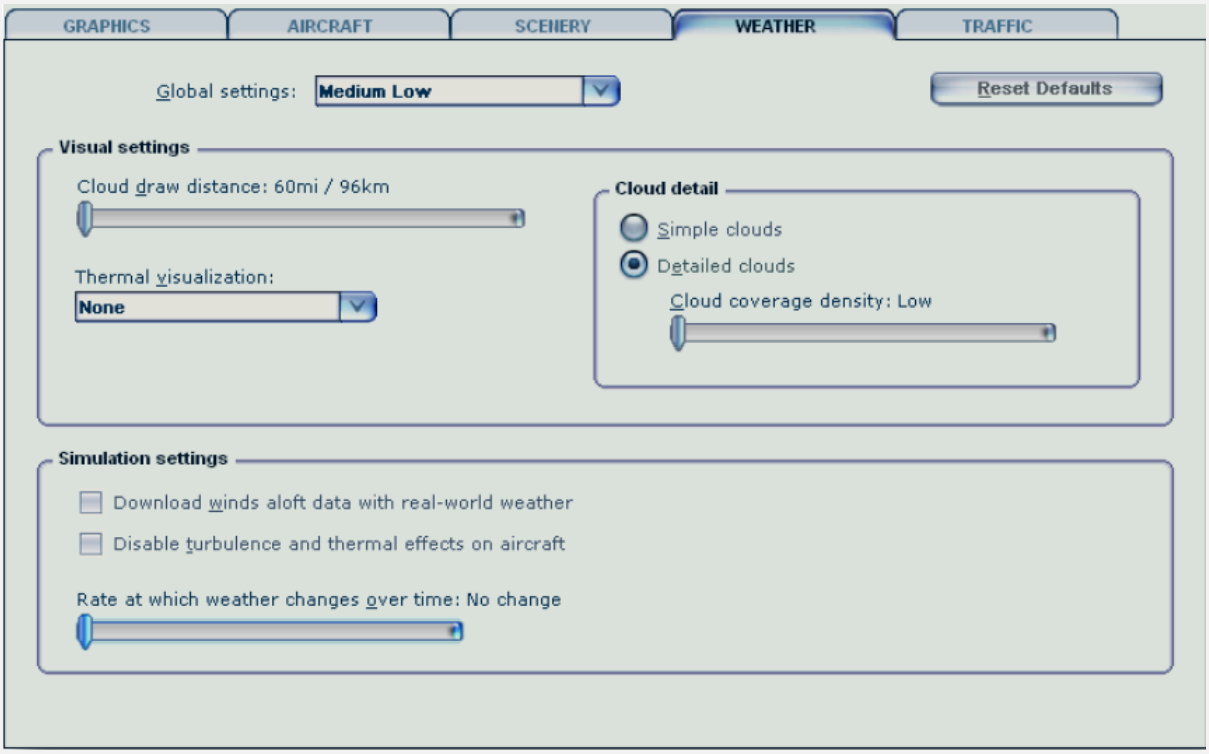
So before you begin your first flight, please change your simulator sliders to what is shown on the following pages. You may think the settings are too low at first, but we'll be calling these the base settings which is the recommended settings for medium spec PCs.

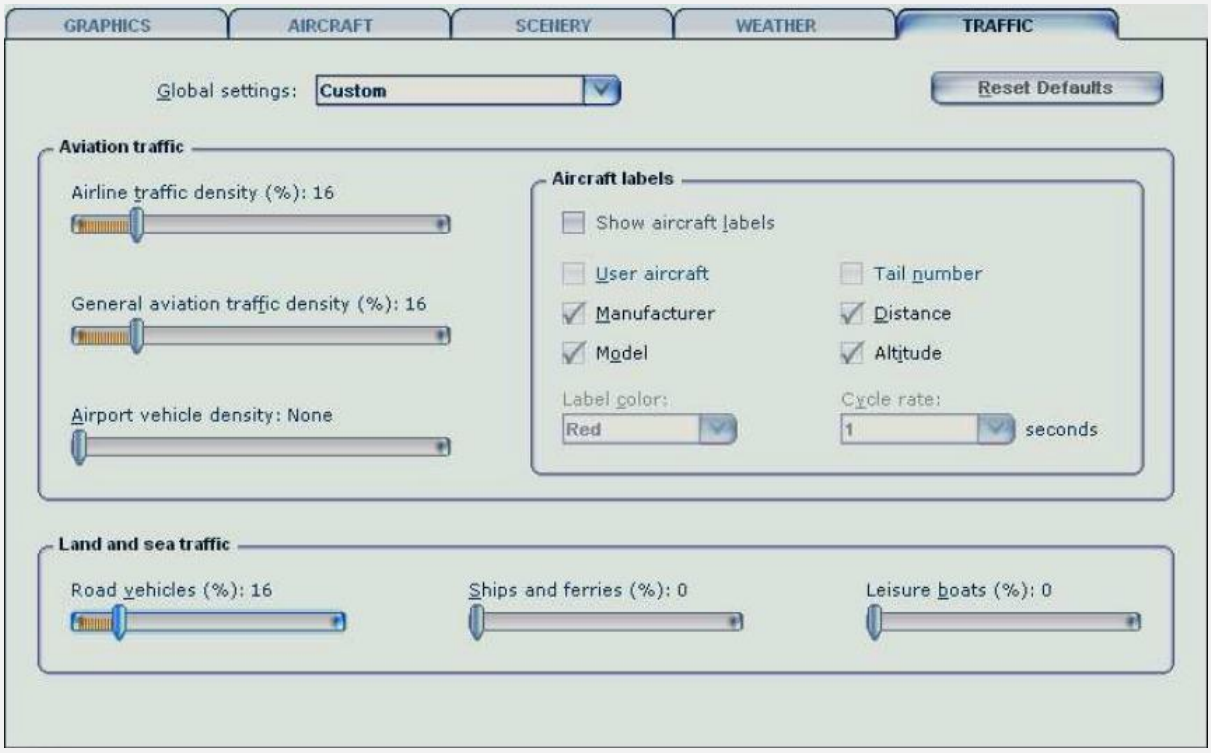






* Please refer to the **Autogen Density Table** further in this user guide for specific information about this slider.


GRAPHICS
AIRCRAFT
SCENERY
WEATHER
TRAFFIC
Global settings:
Medium Low
Reset Defaults
Visual settings
Cloud draw distance: 60mi / 96km
Thermal visualization:
None
Cloud detail
Simple clouds
Detailed clouds
Cloud coverage density: Low
Simulation settings
Download winds aloft data with real-world weather
Disable turbulence and thermal effects on aircraft
Rate at which weather changes over time: No change


GRAPHICS
AIRCRAFT
SCENERY
WEATHER
TRAFFIC
Global settings:
Custom
Reset Defaults
Aviation traffic
Airline traffic density (%): 16
General aviation traffic density (%): 16
Airport vehicle density: None
Aircraft labels
Show aircraft labels
User aircraft
Tail number
Manufacturer
Distance
Model
Altitude
Label color:
Red
Cycle rate:
1
seconds
Land and sea traffic
Road vehicles (%): 16
Ships and ferries (%): 0
Leisure boats (%): 0

The Autogen Density Slider

Because FTX uses much denser, more accurately placed autogen objects in its annotation, having it set to Extremely Dense in large cities like Seattle or San Francisco will bring even the most powerful PC to its knees. We won't mince our words – FTX is not designed to give you a 60 FPS experience will all sliders maxed.

They key thing to remember is that FTX products are designed to be used both today and in the future, meaning that we did not cripple the product on release to cater for a broad range of PCs, but rather created a standard which will be enjoyed by most people as hardware catches up.

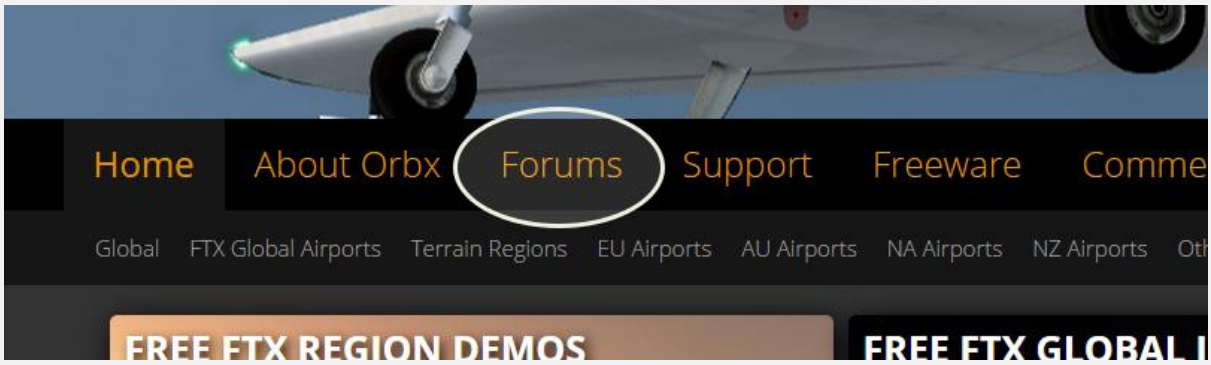
Here's a simple table which should be used as a guide for the Autogen Density slider. This has been indexed to PCs as at September 2013, which means this table will become dated rather quickly. We expect the 'Extreme' spec PC to be the entry level by mid-2014, so of course as the simulator gets older, your PCs are likely to get faster.

That said, if you adhere to these slider settings you will get a good balance between visuals and performance.

PC Specifications (circa Sep 2013)	Urban Areas	Rural Areas
Entry Level Quad Core >= 2.8Ghz | 512MB+ GPU	Normal	Dense
Mid Range Intel i5 | i7 < 4Ghz (not OC) | 1GB GPU	Normal	Very Dense
High End Intel i7 9xx >= 4 Ghz (OC) 1-2 GB GPU	Dense	Very Dense
Extreme Intel i7 2xxx @ 4-6 GHz 1-2 GB GPU	Dense	Extremely Dense

Product Technical Support

Orbx has a very simple support policy: no question unanswered. That means, should you have any questions about FTX Trees HD or its use, please feel free to register on the forums at fullterrain.com and then log a support question in the FTX Payware Support Forum section. Orbx FTX experts will be available to review your support questions and you will usually get a reply on the forums within 12 hours, often much sooner than that.



To visit our support forums, click on the "Forums" button shown on the homepage of fullterrain.com.

Please do NOT email support requests

Orbx provides world-class support on our forums, and it's the only way in which you can receive support for Trees HD. Provided you adhere to the forum terms of use and have a legitimate copy of Trees HD, you will always be offered our support at no cost as we work toward a resolution to your problem each time.

Use the forum search function

Before you post a question, please try searching for the answer first, using the forum's built in search function located on the forum menu bar.

What to include in your support requests

If at all possible, this is what we'd like to see provided for each request you log:

- A separate post on the FTX support forums for each issue (don't tag new issue reports onto existing threads).
- Include your ORDER NUMBER from your FTX Trees HD purchase in your post or forum signature section.
- A screenshot to highlight what you are talking about.
- A descriptive post title which clearly states what the issue is.
- Detailed comments in your post about what you are reporting on.

The Orbx support team is always on standby to assist you with any problems you may have, or will comment on your issue reports. Please remember, our priority is fixing any urgent issues first, and addressing bug reports second. Clearly though, any "show stopper" bugs will be given top priority though.

FTX Community Forums

FTX already has quite a thriving and active user community on the forums, with over 33,000 members as of March 2015. To visit the forums, just point your web browser to fullterrain.com and from the front page click the “Forums” menu item.

You don’t need a user account to view other people’s posts and information posted by Orbx staff, but if you’d like to join in on the discussion there, simply create an account. It’s instant and no validation email is required. We like to keep things simple ☺.

We hope to see you there soon!

Thanks for reading!

You’ve stuck with us through all these pages of information, and we appreciate you taking the time to read the user guide. We hope it gave you some tips and insights. See you on the forums!

The FTX Trees HD Team

Lead Developer

- **Scott Armstrong**: Textures, photo acquisition, user guide

Additional Orbx Developers

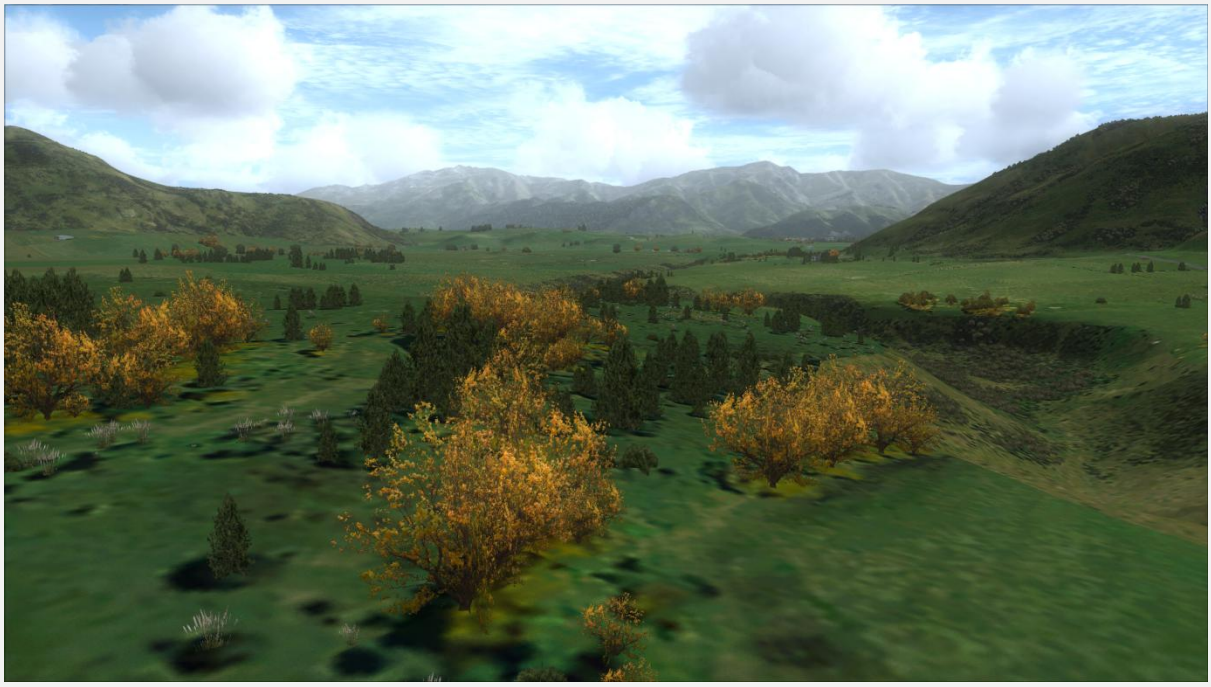
- **Ben McClintock**: FTX Central, website
- **Eugene Krikunov**: Optimized models
- **Ed Correia**: Installer

Specialist Roles

- **Jay Kae**: Orbx servers; forums admin and CDN infrastructure.
- **Adrian Lehmann**: downloadable wrapper; and CDN infrastructure.

Beta Testing Team

Frank Schnibben, Rob Newman, Rob Abernathy, Friedi Gulder, Wolter van der Spoel, Holger Sandmann, Craig Hanley, Terry Freitas, Edward Boyte and Phil Manhart.



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For the most recent version of the EULA, see fullterrain.com/eula.

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